

## ABSTRACT OF THE DISCLOSURE

Hardware acceleration of the rendering and animation of characters that treat each pixel sub-component as a distinct luminance intensity source. A bit-map representation of the sub-component-oriented character is generated by using a single image sample to generate each pixel sub-component. This may be accomplished by, for example, overscaling a representation of the character, placing the overscaled representation of the character on a grid, and then assigning a luminance and possibly a transparency value to each grid position based on the properties of the overscaled character at that grid position. Then, the character is rendered by interfacing with a hardware graphics unit that performs the final rendering and animation of the character.

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